NES-UE-USA

HOW TO PLAY

SUPER C™

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CONGRATULATIONS!

You now own the authentic Konami home version of Super C for the Nintendo Entertainment System. We suggest that you read this instruction manual thoroughly before battling through Red Falcon's multiple levels of mass destruction.

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DON'T FIRE UNTIL YOU SEE THE RED OF THEIR EYES

Sipping cold lemonade with a couple of native lovelies, Mad Dog and Scorpion (Guerrilla Warriors extraordinaire) relax on a Rio beach and boast of how they destroyed the vile alien war monger, Red Falcon. Little do they know that Red Falcon didn't flee with his pointed tail between his legs. Instead, he tactically retreated to round-up ruffians of the universe, friends from all walks of war, to mount a second assault on planet Earth.

One of these new recruits is Jagger Froid, a demented alien from the Black Hole Galaxy, who dishes out punishment with a laser sharp tongue. Red Falcon has also shuttled in The Babalu Destructoid Mechanism, a giant alien attack tank, which was the primary weapon used to disintegrate the innocent solar system of Tralala.

But the genius behind Red Falcon's Earth conquering concept is his plan to have thousands of intergalactic warriors seep into the brains of the U.S. Army. It's a mind contamination trick which has already taken command of U.S. forces at Fort Fire Storm.

How do we know that our soldiers have been brain trashed? You can see it in their eyes.

Now, if Mad Dog and Scorpion fail to recuperate from their months on the beach in time to destroy Red Falcon's G.I. fortified Hate Nest, his sinister scheme will permeate the world's mightiest power (nuclear missile silos included).

And if that happens, we'll all be pushing up daisies.

HOW TO FIGHT FOR YOUR LIFE (AND EVERYONE ELSES!)

Fire! Fire! Fire! And don't stop firing are the only instructions you need. Because in this Doomsday extravaganza, there's little time for thinking. A killer instinct is all that matters. And if your trigger finger lacks stamina, Earth will lack a future.

To begin this all-out mega-wat, press the Start Button. Next, press the Select Button to choose a 1 Commando or 2 Commando contest. If one Commando plays, you'll assume the savage role of Mad Dog with Controller #1. If a second Commando plays, he or she (yes, this is the nineties, and women make just as tough commandos as guys) will take charge of Scorpion with Controller #2.

Finally, press the Start Button again, and it's off to meet Red Falcon... or your maker!

HOW TO POWER-UP

At the beginning of your assault on Fort Fire Storm, your only "hide protection weapon" is a rifle. But if you blast away bouncing Power-Up Capsules and stationary Pill Box Sensors, they'll turn into Hawks. Capture these Hawks by moving your Commando onto them, and your odds of survival will improve a little.

NOTE: Each Hawk is labelled by a letter referring to the Super Weapon you'll receive.

Power-Up Capsule

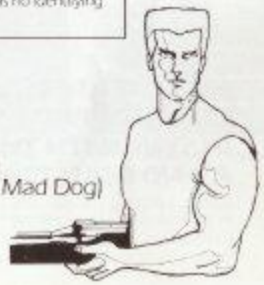
Pill Box Sensor

SUPER WEAPONS:

Machine Gun	Gives you RAT-TAT-TAT-TAT capabilities.
Spread Gun	Sprays fire in five directions.
Laser	Increases your destructive power.
Flame Thrower	When it hits an enemy, its flame will ignite. (To fire this fire, release the Control Pad and press the B Button.)
Rapid Fire	Gives you more bang for the buck.
Barrier	Makes you invincible for a limited period of time.
Mega Shell	It destroys all enemies on the screen. (This weapon has no identifying letter)

Corporal Lance
(Code name: Scorpion)

Sgt. Bill Ko
(Code name: Mad Dog)



SOUND SELECT FUNCTION

During the Title Screen, hold down the A and B Buttons while pressing the Start Button, and the Sound Select Mode will appear. Here you can choose a new "battle tune" by moving the cursor with the Control Pad and pressing the B Button. To silence the song, press the A Button.

NOTE: Press the Start Button to return to action!

CONTROLLING YOUR COMMANDO

Select Button

Use to select either 1 Commando or 2 Commando mode. When the game finishes, use to select CONTINUE or END. Note: you can CONTINUE up to 3 times per mission.

Start Button

Press to begin your mission. Press after you've selected CONTINUE or END when the game finishes. Also press to PAUSE the action, and press again for the action to continue.

HOW TO USE THE CONTROL PAD IN SYNC WITH THE A AND B BUTTONS

During jumping, you can fire in each direction by using the Control Pad while pressing the B Button. You cannot jump when in a vertical screen.

	CONTROL PAD	B BUTTON	A BUTTON
↑	You won't move	Shoot upward	Jump upward
↗	Move right	Shoot upper right	Jump right
→	Move right	Shoot right	Jump right
↘	Move right	Shoot lower right	Jump right
↓	Lie down	Shoot either left or right or fire down when jumping	Climb down or jump straight up
↘	Move left	Shoot lower left	Jump left
←	Move left	Shoot left	Jump left
↖	Move left	Shoot upper left	Jump left

RED FALCON'S MASS DESTRUCTION ZONES

Gates of Fort Fire Storm (Level 1)

Fort Fire Storm's Warped Mind Command Center (Level 2)

Tropics of Torture (Level 3)

Lair of the Jungle Aliens (Level 4)

Massacre Mountains (Level 5)

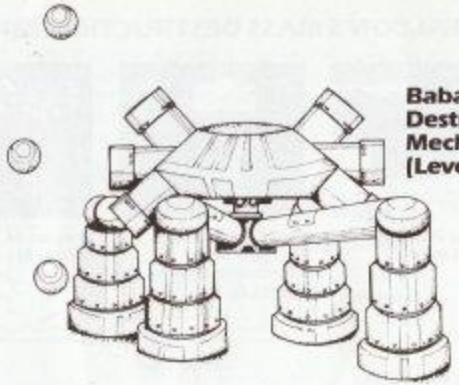
Jagger Froid's Fruit-of-the-Doom Defense Line (Level 6)

Radioactive Lava Fields (Level 7)

Red Falcon's Poison Palace (Level 8)

KILLER ALIENS

Alien in Sergeant Skin's Clothing (Level 1)



Babalu Destructoid Mechanism (Level 3)

Krypto-Crustacean (Level 5)

Lip-O-Suction (Level 6)

Temple of Terror (Level 7)

Jagger Froid's Spit Soldier (Level 8)

Red Falcon (Level 8)

Treat Your Konami Game Pak Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient the receiving antenna
– Relocate the NES with respect to the receiver
– Move the NES away from the receiver
– Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES